

Arcade Game Machines Market Size, Share & Trends Analysis Report By Type (Video Games, Simulation/AR-VR Games), By Application (Amusement & Recreational Theme Park, Indoor Specialty Centers, Game Centers), By Region, And Segment Forecasts, 2026 - 2033

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Abstracts

The global arcade game machines market size was estimated at USD 10.99 billion in 2025 and is projected to reach USD 31.03 billion by 2033, growing at a CAGR of 14.8% from 2026 to 2033 due to an increase in out-of-home entertainment and location-based experiences. As consumers seek immersive, social, and experiential activities beyond digital home gaming, arcades are repositioning themselves as entertainment hubs within shopping malls, family entertainment centers (FECs), amusement parks, cinemas, and hospitality venues.

Technological advancements in the arcade gaming machines are also contributing to the growth in the market. Integration of augmented reality (AR), virtual reality (VR), motion simulation, haptic feedback, and large-format interactive displays has significantly enhanced user engagement. For instance, in February 2026, Aretech, LLC launched Arcade 3D, an interactive therapy gaming suite built exclusively for the ZeroG 3-Dimensional Body-Weight Support System. The platform promotes multi-directional movement, real-time balance training, and postural control, while integrating cognitive challenges such as memory and dual-task exercises to support comprehensive motor and neurological rehabilitation.

Modern arcade machines incorporate IoT-enabled diagnostics, cashless payment systems such as RFID cards, mobile wallets, cloud-based performance monitoring, and

AI-driven player analytics. These innovations improve operational efficiency for operators while delivering differentiated gaming experiences that cannot be easily replicated at home. For instance, in June 2025, Embed, a provider of point-of-sale and revenue management solutions, announced a strategic collaboration with Windcave to strengthen its presence in the unattended payments segment. Through this partnership, Embed extends its payment capabilities to support operators managing unmanned environments, including vending machines, self-service kiosks, claw machines, automated ice cream dispensers, photo booths, and similar self-operated installations, enabling seamless and secure transaction processing across a broader range of automated venues.

The expansion of family entertainment centers and indoor amusement facilities, particularly in emerging markets across Asia-Pacific, the Middle East, and Latin America, is accelerating equipment installations. Rapid urbanization, rising disposable incomes, and mall culture expansion in these regions are increasing footfall in commercial leisure venues, directly supporting demand for redemption games, racing simulators, shooting games, claw machines, and prize-based arcade units.

Global Arcade Game Machines Market Report Segmentation

This report forecasts revenue growth at the global, regional, and country levels and provides an analysis of the latest industry trends in each of the sub-segments from 2021 to 2033. For this study, Grand View Research has segmented the global arcade game machines market report based on type, application, and region.

Type Outlook (Revenue, USD Billion, 2021 - 2033)

Video Games

Simulation/AR-VR Games

Electro-Mechanical Games

Redemption Games

Claw Machine Games

Others

Application Outlook (Revenue, USD Billion, 2021 - 2033)

Amusement & Recreational Theme Park

Indoor Specialty Centers

Game Centers

Hotel & Bars

Others

Regional Outlook (Revenue, USD Billion, 2021 - 2033)

North America

U.S.

Canada

Mexico

Europe

UK

Germany

France

Asia Pacific

China

India

Japan

South Korea

Australia

Latin America

Brazil

Middle East & Africa

UAE

Saudi Arabia

South Africa

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